

MELEE

EQUIPMENT CARDS

VERSION 1.1

CARD DESIGN BY MALECHI
ART BY KWANCHAI (used with permission) AND MALECHI
Exclusively available on Board Game Geek 2010

Melee Equipment Cards is a card-based add-on inspired by Kwanchai's reworking of the *Metagaming Microgame #3 Melee*. Kwanchai kindly gave me permission to use much of his art for these cards. If you have not downloaded the **Melee** print and play file (*do it now**), this add-on will prove to be quite useless without it. Technically, this add-on is, in and of itself, completely and absolutely unnecessary to play **Melee** ...

This PDF includes 32 miniature cards showing all the equipment available for the **Melee** base game and includes an optional card back.

PRINTING THIS ADD-ON:

- This PDF has been designed to be printed on either **Letter** or **A4** sized card stock.
- You should ideally print 2 sets of cards, one set for each combatant.
- **DO NOT RESIZE WHEN PRINTING.**
- The cards were designed to fit *American Mini Card Sleeves*, as these are the smallest card sleeves I am aware of at 41 x 63 MM.
- If you plan on printing just the card faces, crop marks have been added to assist cutting the cards.
- If you plan on printing the cards as double sided, ignore the crop marks on the card faces pages and use the light grey lines on the card backs as the cutting guide.

OPTIONAL RULES FOR USE OF CARDS:

Use only a *single deck* of **Melee Equipment Cards**. Before creating your characters, give both players a **Thrown Rock** card. Shuffle the remaining 30 cards and deal out all the cards, 15 cards to each player. These are the only equipment you may choose for your character.

HOW TO READ THE CARDS:

CARD NAME/ WEAPON TYPE

2-Handed Icon
Weapon Requires
2 hands to use.



May Throw Icon
Weapon may be thrown.

Damage Icon
Represents the damage done by the Weapon. Each Die symbol allows one die to be rolled and the modifier that is then added to that result.

Strength Required Icon
Represents the minimum Strength required to use this Weapon when your character is created.

CARD NAME/ ARMOR TYPE



Per Attack Icon
Represents the number of hits that the Armor takes for you.

Adjusted Dexterity Icon
Represents the modifier to the character's Dexterity when wearing the Armor.

M A Icon
Represents the base movement allowance of your character when wearing that Armor.

* Download **Kwanchai's Melee** File from **Board Game Geek** at:
<http://www.boardgamegeek.com/filepage/50323>

DAGGER



1d6 +2 in HH Combat



MAIN-GAUCHE



-4 DEX if used as 2nd weapon



RAPIER



CLUB



HAMMER



CUTLASS



SHORT SWORD



MACE



SMALL AXE



BROADSWORD



MORNINGSTAR



2-HANDED SWORD



BATTLE AXE



THROWN ROCK



You can always pick up a rock!



THROWN ROCK



You can always pick up a rock!



SLING



SHORT BOW



2-Handed

2 Shots/Turn if adjDEX ≥ 15



HORSE BOW



2-Handed

2 Shots/Turn if adjDEX ≥ 16



LONG BOW

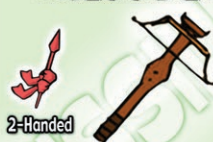


2-Handed

2 Shots/Turn if adjDEX ≥ 18



LIGHT CROSSBOW



2-Handed

Fires Every Other Turn or every turn if adjDEX ≥ 14



HEAVY CROSSBOW



2-Handed

Fires Every Other Turn or every turn if adjDEX ≥ 16



JAVELIN



May Throw



SPEAR



2-Handed

May Throw



HALBERD



2-Handed



PIKE AXE



2-Handed



NO ARMOR



LEATHER ARMOR



CHAIN MAIL



PLATE ARMOR



SMALL SHIELD



LARGE SHIELD



MAIN-GAUCHE PARRY



MELBE
A GAME OF MAN-TO-MAN COMBAT

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